

JUAN PABLO SOTO

FRONTEND DEVELOPER



CONTACT

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SKILLS

- JavaScript
- Python
- HTML5
- CSS3
- TailwindCSS
- Django
- ReactJS
- Relational databases
- Git and GitHub
- Linux
- Postman
- Notion
- SCRUM
- Self-taught learning
- Organization and time management skills
- Critical thinking
- Creativity
- Passion for learning
- Teamworker
- Receptive to feedback

LANGUAGES

- English - B1
- Norwegian Bokmål - A2
- Swedish - A1
- Spanish - Native

PROFILE

I am a frontend developer passionate about technology and web development. I have experience in the creation of websites using JavaScript, HTML5, CSS3, TailwindCSS and ReactJS. I work mainly with frontend technologies for now but I also have knowledge on backend and API REST development using Python, Django and relational databases such as PostgreSQL, MySQL and SQLite3.

I am a very curious person who enjoys learning something new everyday, with attention to detail, self-taught and organized. I'm looking to take advantage of my analytical and spatial skills from my previous career background in the creation of elegant and intuitive websites and applications that allow users to have a better interaction with the software created, in a challenging work environment that allows me to grow on a daily basis as a web developer.

EXPERIENCE

Polls Website PERSONAL PROJECT

February 2023 - Present

- This project was developed using Django REST Framework for the backend and ReactJS + Redux + TailwindCSS for the frontend.
- This website allows users to answer interesting questions on different topics, organized by category and shows the votes for each option after voting.
- Django REST Framework manage the different endpoints for the website as well as the storage of the votes and questions by using the API. On the other hand, ReactJS + Redux make requests to the API, show the different views and pages to the user and allow voting using a form. Tailwindcss gives styles to the site.

EDUCATION

University of Cauca

Popayan, Cauca, Colombia

2014 - 2020

Bachelor's Degree - Civil
Engineering

HOBBIES

- Learning languages
- Listening to music
- Meeting new people and cultures
- Working out
- Playing videogames
- Watching TV Series
- Watching Anime
- Reading news and articles on the internet
- Watching YouTube videos
- Traveling

Countries Info Website

PERSONAL PROJECT

February 2023 - March 2023

- This project was developed using JavaScript to create the cards for each country dynamically by manipulating DOM content. The information is obtained either by making requests to an API REST or using a JS Object that contains the data.
- The layout is made using HTML5 and TailwindCSS to style the site and make a responsive design.
- This website allows users to see basic information about all the countries around the world. The user can filter by region or search directly by name.

Portfolio Page

PERSONAL PROJECT

June 2022 - Present

- Portfolio site created using JavaScript to manage events in the page, display the projects dynamically by manipulating DOM content and some aspects of responsiveness.
- The layout is made using HTML5 and CSS3 to style and make a responsive design.
- Here I present information about me and my work.

The Minefield Game

PERSONAL PROJECT

August 2022 - October 2022

- 2D Game developed using JavaScript, HTML5 and CSS3.
- In this project I use functions, control structures, asynchronous functions, DOM manipulation, canvas element and event handling to allow interactivity to the user.
- Responsive design using CSS3.

Rock Paper Scissors Game

PERSONAL PROJECT

August 2022 - October 2022

- 2D Game developed using JavaScript, HTML5 and CSS3.
- In this project I use functions, control structures, DOM manipulation and event handling to allow interactivity to the user.
- Responsive design using CSS3.

Batabit Landing Page Layout

PERSONAL PROJECT

September 2022

- Responsive design and layout of a landing page using HTML5 and CSS3.